Tristan Wong

Software Engineer

Personal Projects

Trispy Fades

Designed, developed, and built a responsive full-stack E-commerce booking platform for customers to book haircut appointments, inspired by my personal hobby. Customers can input their personal details and choose their appointment dates and times based on their availability. Implemented using the MERN stack (MongoDB, Express, React, Node.js).

Pong

Built a classic 2D arcade game using C++ and Raylib. The game is played between a player and the CPU, implemented using C++ Class and Inheritance concepts.

Portfolio

Designed and built a responsive front-end portfolio website using React for showcasing myself and my personal projects. Routing was implemented using React Router and page transitions were added using Framer Motion.

Work Experience

HVE Healthcare Assessments

Quality Assurance Clinical Coordinator

April 2019 - present

- Pre-review accident benefit files to interpret and provide health assessment recommendations in accordance with the Customer Service Level Agreements (SLAs) and Statutory Accident Benefits Schedule (SABS)
- Consistently exceed monthly measurable goals as a team: reviewed over 90% of files and services 3 business days ahead of assessments
- Utilize SmartSimple's cloud-based collaboration software to communicate with stakeholders to ensure that all necessary medical documentation is processed in a timely manner
- Utilize Wisedoc's AI-powered analysis software to process legal and medical file information for all direct and indirect assessments

Skills

Programming Languages

JavaScript, HTML, CSS, C++

Libraries & Frameworks

React, Node.js, Framer Motion, Raylib

Systems and Databases

MongoDB, MySQL

Tools & Platforms

Git, GitHub Pages, Railway, Render

Technologies

MS Office: Excel, Word, PowerPoint, Google Sheets

Education

Algoma University 2022

Bachelor of Computer Science

University of Toronto 2018

Bachelor of Kinesiology

Interests

Basketball Hiking Haircutting Travelling Technology